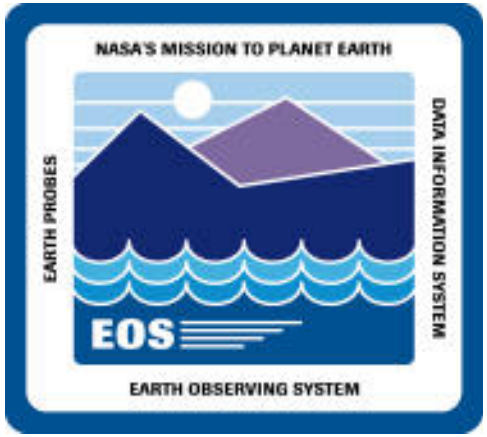


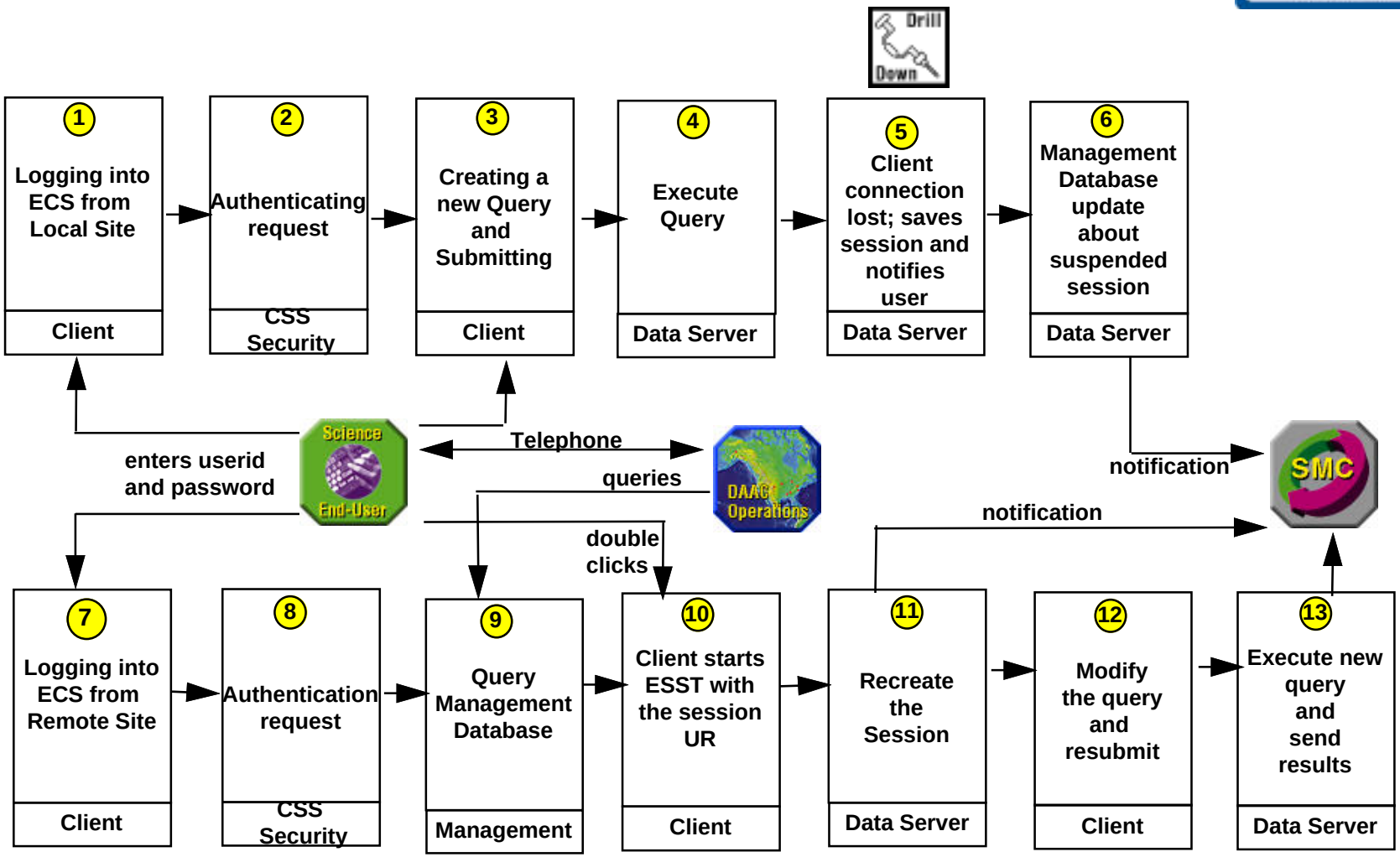
Session Management Drill-Down

Michael Burnett

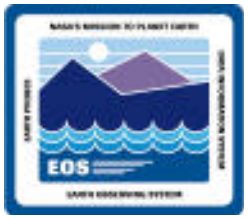
mburnett@eos.hitc.com

1 November 1995

Disconnected Session
Functional Flow Diagram



Overview



Session session

- High level summary of a key architectural mechanism
- Allow a consistent client/server view of a distributed architecture
- Considerable design is not presented here (Ref. 305-CD-024-001)

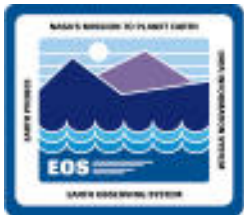
ECS Server mechanism usage

- Data Server
- Advertising Service
- Data Dictionary Service
- Data Management

Scenario Context

- Push Scenario
  - On-Demand Production
- Pull Scenario
  - Quick Access
  - Coincident Search
  - DARs & PRs
  - Resumption of a Disconnected Session

Design Drivers



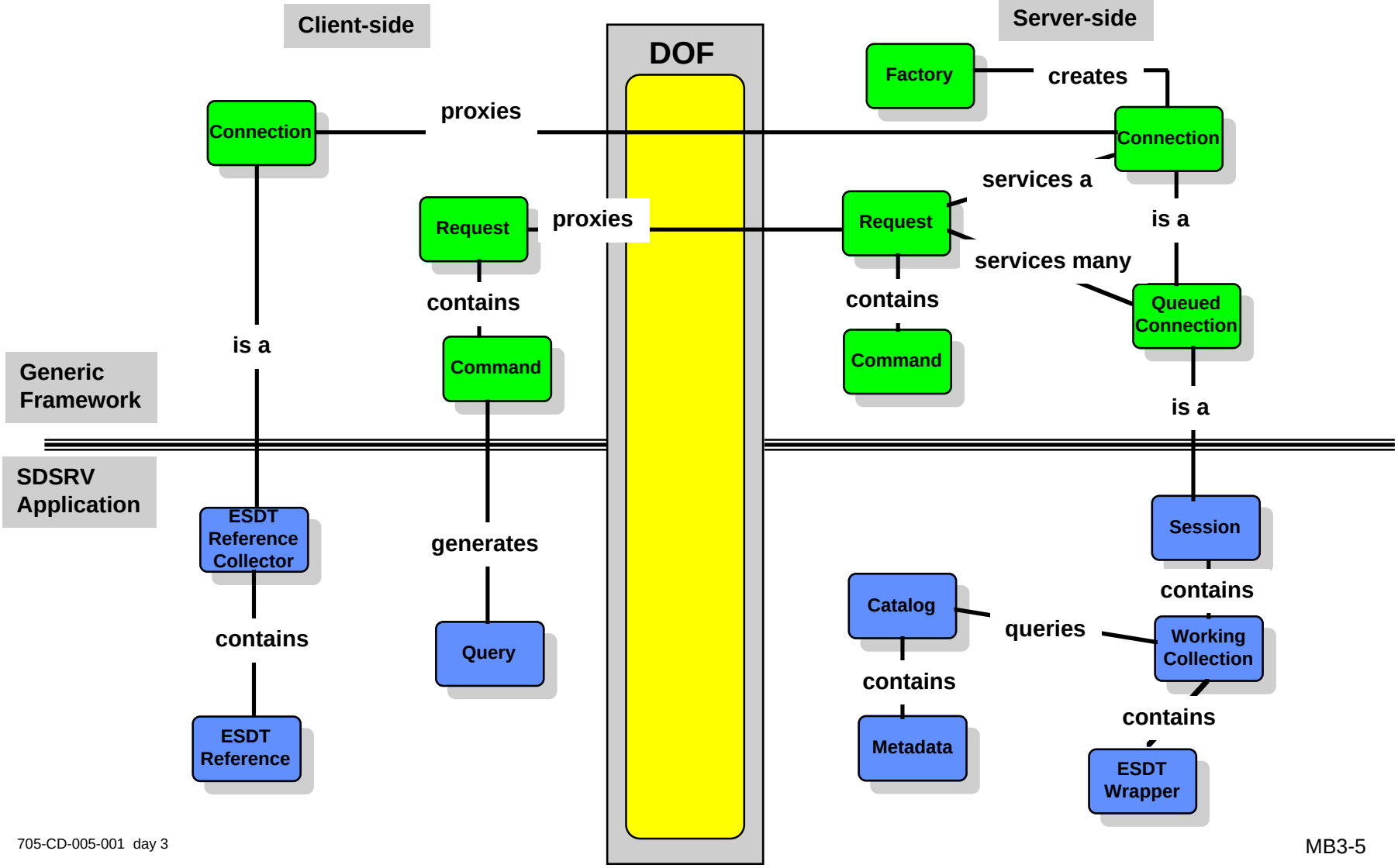
Architectural Drivers

- Need to support client access to offered services
- Framework for the implementation of those services
- Isolation of DOF from client and server applications

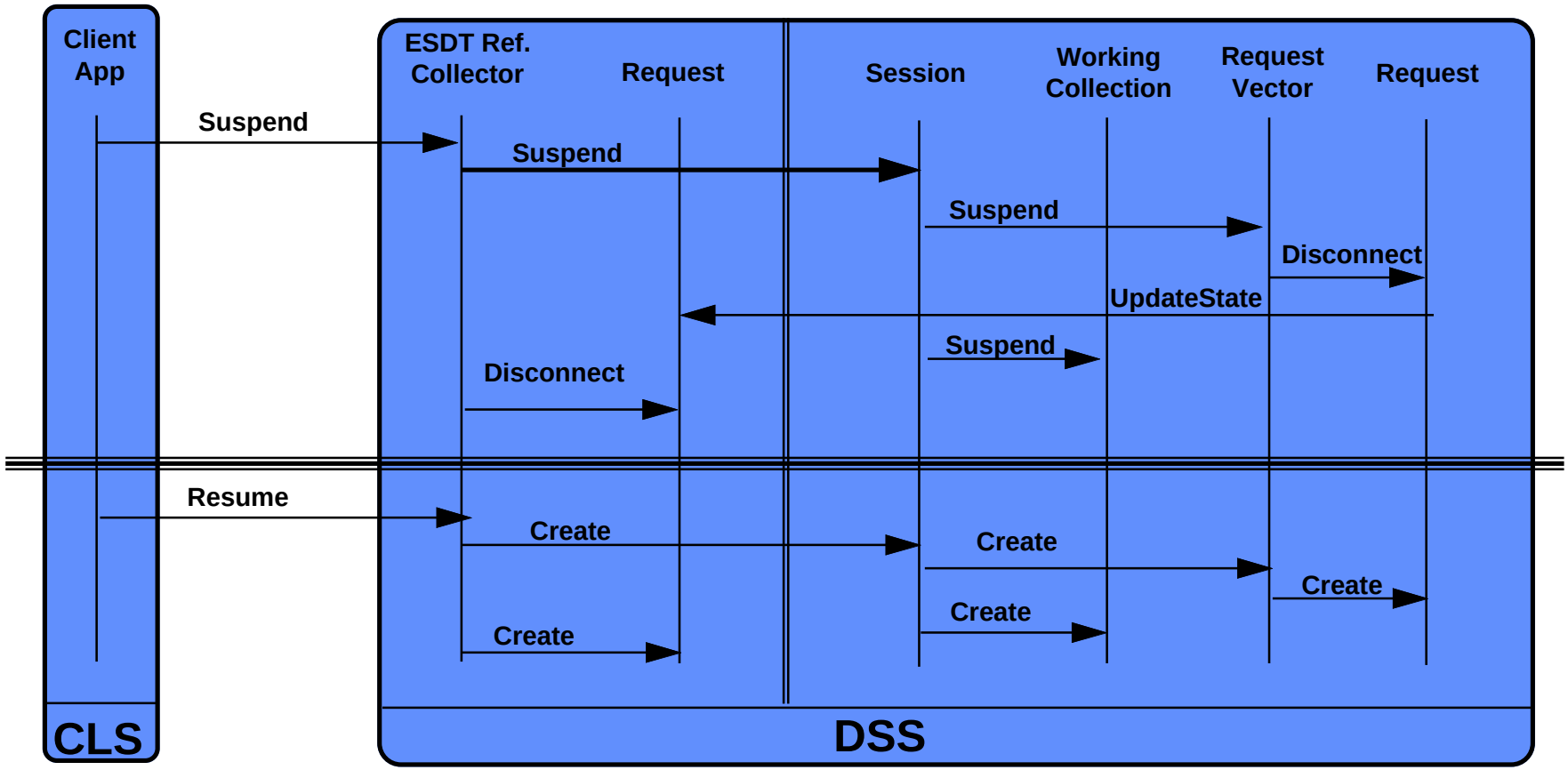
New Release B features

- Migration of Data Server Model into common mechanism
- Suspending Sessions
- Resuming Sessions

Software Design
High Level Class Diagram

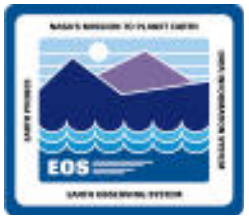


Software Design
High Level Event Trace



For more details reference 305-CD-024-001

Evolutionary Features



Potential Future Enhancements

- Opportunities to extend reuse
  - integration of Billing/Accounting
  - integration lifecycle services (e.g. - startup, shutdown)

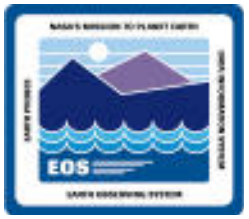
Emerging Technology

- CORBA
  - as an alternative
  - hiding the client/server view

Scalability

- Framework built to allow any number of servers
- Thread based - # of sessions limited by the O/S and its support of threads

Next Steps/Summary



Next steps

- Establish Application Domains

Summary

- In support of code and design reuse we have an architectural mechanism for servers and client sessions
- Applied in a variety of subsystems